

LAST FIGHT

SCENARIO ASL TAC 57

Translated by Coastal Fortress Gaming Group



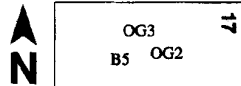
VICTORY CONDITIONS: The Allies win if there are no unbroken German MMC 4 hexes from 17R4 at game end.

Near BOU SAADIA, TUNISIA, 31 January 1943:

Since January 18th, French troops in Tunisia had been being roughed up by a violent enemy offensive which aimed at gaining control of the western ridge, thus impairing Allied attacks and giving some breathing room to the Axis. Poorly equipped, the French forces, including the 7th Moroccan Skirmisher Regiment, had to give up ground. After the 25th, the situation improved, due in part to the terrain which was more hilly and in part to the intervention of Anglo-American reinforcements. Intense fighting took place on the road to Ousseltia. The Germans were worried and they launched yet another attack on the 31st. 11th Company, 7th RTM, installed on Wadi Drijda was forced to withdraw by the Gebirgsjäger fighting along side the panzers. The enemy was infiltrating towards the road the to Bou Saadia crossroads. The Commandant of the 3rd Battalion of the 7th RTM ordered his 9th Coy to counterattack with British armored cars in support.

BALANCE: BOARD PLACEMENT:

- ☉ Replace a 9-1 with a 9-2 in the French OB
- ☙ Add a 2-4-8 HS and a 50mm Mortar to the German forces setting up on/east of hexrow T



☙ GERMAN sets up first	☉ 1	2	3	4	5	6	END
☉ ☉ ALLIES moves first							

Elements of 756th Gebirgsjäger Regiment [ELR: 4]
set up on/east of hexrow T, in hexes numbered 4 {SAN: 3}:

4-6-8	2-4-8	5	8	5-12	3-8	1-12	50 * [2-13]
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7

set up on/between hexrows AAand CC:

4-6-8	8-1	3-8	7 mortar
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4
6

9th Company, 7th Moroccan Skirmisher Regiment [ELR: 3] and elements of Derbyshire Yeomanry
enter on Turn 1 on/between GG4 and GG7 (AFV must enter on road hexes) {SAN: 3}:

4-5-7	2-3-7	8-1	7-0	3	2-5	90mm
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8

11th Company, 7th RTM
enter on Turn 1 on south edge, on/east of hexrow J:

4-5-8	8-1	8-0
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8

2

33 2 40L -/4	33 2 40L -/4
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Scenario Design:Philippe Naud '94

SSR:

1. EC are Moderate, with no wind at start. Kindling and Bore Sighting are NA.
2. Place Overlays as follows: **OG2** in P4-Q4; **OG3** in R5-S6; **B5** in W3-W4.
3. Armored Assault is NA. Road Movement Rate is NA for vehicles.
4. A +1 nightfall LV Hindrance is in effect starting on Turn 3.

AFTERMATH: Colonial infantrymen and AFV's advanced on the road. A few Germans launched a grenade attack against the vehicles, but they were swept aside. 11th Company, having withdrawn to the wadi, came back through the woods. Led by Lt Moha, the Moroccans engaged the Germans in hand to hand fighting, pushing them back with significant losses. The 7th RTM remained in control of the battlefield. The last action of the Axis January offensive has just been fought.